

Conversations for generic NPC

One line for each character.

	Tone	Character 1	Tone	Character 2	Context
1	Alarmed	You sure you want to go to Coverside? You gonna have to travel by boat, you know...	Gloomy	Yeah, but I don't have any choice. Damn it, I hate going on boats! Those things in the water... they scare me.	The two characters are located in an area where, if they want to reach Coverside, have no choice but to take the boat. Character 2 is angry and afraid that this is the only transportation solution to travel across the city.
2	Anxious, defeated	Jezabel's funerals are ruining me. I don't know how I'm going to feed my kid...	Practical, subdued	You should let them throw her into the communal pit. It's free.	The inflation in the city is out of control and the poor are getting poorer, even funerals are too expensive. The idea of throwing their loved ones' bodies in the communal pit is not well perceived, but often times, it's the only option for them.
3	Appalled	Are you mad?! George <i>did not</i> turn into one of those monsters!	Aghast	I know what I saw! He's one of the Lethians. You must believe me!	Character 2 is losing their mind: They swear up and down that they saw someone turned into a monster. They are panicked and afraid. Character 1 is not believing anything that Character 2 is saying; for them, the idea of turning into one monster is awful and horrible to imagine.
4	Disdainful, indignation	Another newcomer...	Mocking	I hope this one stays alive longer than the rest of them!	Two characters watching the player walked by, cynics and almost amused.
5	Discouraged, betrayed	No, no no. Don't tell me you lost your job... Please, we don't have any bullets left.	Humiliated, panicked	I'll find another one I promise!	The job market is in disarray and it's not easy to find a job that will pay well enough to raise a family. Character 1 is already seeing their death coming. Character 2 is so stressed, and panicked that their hair is turning white.
6	Outraged, bold	I can't stand this city. I'm starving, my leg is hurting me and I almost got eaten by a monster yesterday. I have enough! When we grow up, we will escape Oakmont. Do you promise?	Optimistic, soft	I promise. We won't rot here like the rest of them. I'd rather die right now.	Two kids or teenagers are angry and appalled by the state of Oakmont. They are outraged that no one is doing anything to make the city a better place to live and grow up. Character 1 is angry, but confident about leaving the city. Character 2 is calm and hopeful, but not as fiery as their friend.
7	Worried, sadness	It's been years Maria, you must to think about your future...	Sadness, anger and spiteful	I won't remarry, especially not to this awful Simon. I don't need his money.	Character 1 is trying to convince Character 2 to marry Awful Simon. The state of the city leaves some citizens with no other option but to marry for money rather than love. Character 2 is in denial of her status; she hopes there's still another way for her to feed her child than to give herself away.
8	Pleading, afraid	Mom <i>please</i> , I don't want to eat one of those creatures again!	Assertive, withdrawn	It's either you eat this or you starve. Your choice.	A kid is pleading with its mother about eating monsters once again. Good and nutritional food is hard to find in the city, so the lower class has no choice but to get creative. The mother is rational about the situation. She would prefer to feed her child chicken or beef, but sadly, it's impossible to find.
9	Terrified, helpless	I won't sleep, I'm haunted by nightmares every night. I'm seeing someone following me and death and... creatures... Please, <i>please</i> help me.	Mortified, sadness	Oh no... not you too... I can't help you, I'm sorry. We're all doomed.	Character 1 has not slept in days, they are terrified, shaking, paranoid, begging for mercy. Character 2 has seen too many friends and family succumbed to monsters and visions, they are defeated.
10	Worried, Sad	Have you seen my father? He's been missing for the last week.	discouraged, bleak, resigned	Oh child, I've seen him... They got his body out of the water this morning. I'm sorry.	Character 1 is looking for their father and is exhausted. Character 2 had the misfortune to be the one to tell the child about this terrible news.
11	Hostile	I swear to Kay, if I see another Innsmouther, I'll make them regret ever coming here.	Mocking	You're too much of a coward to do anything.	Character 1 is a typical redneck that despises immigrants. They have a big mouth, but like Character 2 pointed out, they are too much of a coward to do anything. They bark loud, but can't bite. Character 2 has heard this rambling so many times before, they are not afraid to put Character 1 in its place.
12	Whispering, gossiping	Leonard died last week. He ate the fish from the EOD. Can you believe it! They poisoned us!	Outraged	Those bastards! I hope they burn for what they did.	Optional to the plotline where the player chooses to spread the news about the toxic fishes of the EOD. Character 1 is gossiping as if the poisoning was normal. Character 2 is angry and shocked, mourning the death of Leonard.

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Two lines for each character.

	Tone	Character 1	Tone	Character 2	Context
1	Curious	Have you heard about the newcomer?	Skeptical	The private eye? What he is doing here? Don't they ever learn their lesson?	Character 1 is hopeful that someone will finally come and rescue them, save Oakmont, and bring back its former glory. Character 2 does not share the same enthusiasm. They are more cynical about the newcomer.
	Excited, hopeful	He's investigating the madness! Imagine, maybe he's going to help us! Finally!	Apathic	Ah! I wouldn't bet on it. Another one with a death wish.	
2	Appalled	What is so hard to understand?! The Innsmouthers brought the beasts with them!	Sarcastic	Like if they were pets? That makes no sense!	Character 1 has been swearing up and down that they have seen Innsmouthers summoning the Wylebeasts. They were always a bit racist, so that's why Character 2 doesn't take their words seriously. Also, because they are blind.
	Disdainful, confident	No, no they summoned them. It's black magic! I saw them do it!	Mocking	You're blind, you idiot!	
3	Panicked, angry	We made a deal Simon! That's the only reason I agreed to marry you!	Assertive, trying to convince themselves	I changed my mind; I am not taking him with me.	Character 1 discovers that she married Character 2 because of a lie he told her. She thought she could bring her child with them to Advent, a safer zone in the city. Character 2 refuses to bring him, justifying it with the cost of living. Character 1 is angry, yelling, and disgusted. She's also fearful of the future for her child. She cannot leave him behind, but would she have a choice?
	Indignation, desperation	You promise to take him with us in Advent!	Rational, cold	Another mouth is too expensive to feed. You must understand that.	
	Pleading, crying, defeated	I'm begging! My house is already infested... He's going to die...	With a low and sombre voice	I'm sorry Maria.	
	Outburst of anger	You bastard! You lie to me! I'm not going anywhere with you!	Cold and resentful	You will get over it some day.	
4	Surprised	Do not tell me you join that freaks cult!	Defensive	It's not a cult! It's an organization, a charity that will help the people of Oakmont!	Character 1 is mocking Character 2 for joining a cult. At first, they are surprised, as if they didn't think Character 2 could be that stupid, but alas, Character 2 is.
	Mocking	What does EOD stand for anyway? Egocentric Obedient Dumbass?	Defensive and angry	"Everyone's Obvious Duty"! Be respectful of my beliefs!	

Barks - Poor neighborhoods. One line for each character.

	Tone	Character 1	Context
1	Mad	The sea... it's calling. Can you hear it?	This NPC is mad and hears the sea calling. They are surprised that no one else is hearing it.
2	Threatened, remorseful	You can't be there! Stop following me. You're <i>dead!</i> Dead!	This NPC is terrified and hallucinating someone they may or may not have killed.
3	Desperate	I can't sleep... those noises... scratching... they're in my walls.	This NPC is mad and talking to themselves. Their voice is shaking, they haven't slept in days now.
4	Pleading	I'm so hungry...so hungry...	This NPC is homeless and begging for food.
5	Hostile	Out of my way newcomer.	When the player bumps into a NPC.
6	Begging	Bullets, please? Just one?	This NPC is homeless and begging for currency.
7	Disapproving	You must be mad to come to Oakmont.	This NPC is surprised, disapproving of the protagonist's choice to come to Oakmont. As if only an imbecile would do that.
8	Afraid, crying	Mom? Where are you? Mom?	A child looking for their lost mother.
9	Alarmed	Do not eat EOD fish! They are poisoning us!	This NPC is panicked and is trying to spread the news of the poisoning.
10	Whispering	Live by the sea, die by the sea...	An NPC rambling to themselves an old honour code.
11	Threatning	What will <i>you</i> do, newcomer?	This NPC is addressing the protagonist as if they knew his future.
12	Mourning	They are monsters now... All of them monsters...	This NPC is mourning the death of their friends and family. They have seen them turn into monsters, but no one is believing them.

Barks - Rich neighborhoods. One line for each character.

	Tone	Character 1	Context
1	Frustrated	I am sick and tired of this humidity.	This NPC is discouraged. They can't take the weather. Mold is growing in their house and it's driving them crazy.
2	Excited	Frederick will be so jealous of my new boat!	This NPC is really excited to show off their new boat. Frederick has been parading in the waters with his big boat and receiving too much attention. Now, it's the turn of this NPC to have their 15 minutes of fame!
3	Infuriated	Those sleeping pills better work...	This NPC hasn't slept in some days. They are tired, angry, and ready to try anything to be able to enjoy a good night's sleep.
4	Tired	Why the university has to be so far away...	This NPC is tired of the perilous travel they have to do every single day to attend classes. They have to take two boats and walk 30 minutes.
5	Melancholic	Is there a new restaurant open yet?	This NPC is a bit sad that they can't go to eat in a new restaurant. They miss the time when they could enjoy their Friday night, going out to the pictures and eating in nice restaurants.
6	Disgusted	The smell in this city is... revolting.	This NPC is disgusted by the smell of the city. They are nauseous and can't stand it anymore.
7	Enlighted	I can hear it now... the voices and the ocean. It's so beautiful.	This NPC is mad and enjoying its visions. They seem at peace, calm, and have a soft voice.
8	Disgusted	Ugh, do we <i>really</i> have to go to Salvation Harbor? Such a disgusting place...	This NPC is annoyed and disgusted by the idea of travelling into another neighbourhood a little bit less clean than their own.
9	Annoyed	Do not speak to me newcomer.	When the player is trying to speak with the NPC.
10	Annoyed	I'm too busy to listen to your chitchats newcomer.	When the player is trying to speak with the NPC.
11	Surprised, and assertive	Why is no one renting my house? 100 bullets a month is a fair price!	This rich NPC doesn't understand why, in a living cost crisis post Flood, no one is renting their overprice flat.
12	Insisting	Are you plagued with the visions as well? I have pills that will heal you from them; only 5 bullets!	This NPC is trying to profit from the misfortunes of those suffering with visions. They are a salesman insisting on doing their sale pitch.

BONUS TEXT:

A letter found in Grimhaven Bay.

When picking up this letter, Charles Reed will start a side quest about the tragic fate of a young couple. The letter is found on the body of a young man in Grimhaven Bay, with a ring box. Charles discovers that Gregoire was killed by Wylebeasts before mailing the letter. Sarah thought that he abandoned her and left the city. Charles will bring the letter and the ring box to her. She will thank Charles with a few bullets and metal scraps.

My dear Sarah,

You know my love for you was never conditional. Fortunes, sickness, or flood; nothing could keep me away from you. I never hesitated to love you, and neither did you. Through the dirt and the madness, you saw me for who I was.

It was always you, and it will always be you.

I understand that you don't want to run away with me. You won't abandon your mother in this forsaken city, and I will not force you to do so. Cruelty isn't something I want to give you. My love for you is patient and courageous. You grace the world with your empathy, and you deserve to receive it back. This is why I will fight every demon that comes our way just to be by your side.

Meet me at the corner of Oxford LN and Marsh AV. I have a surprise for you.

Yours truly and forever,

Gregoire